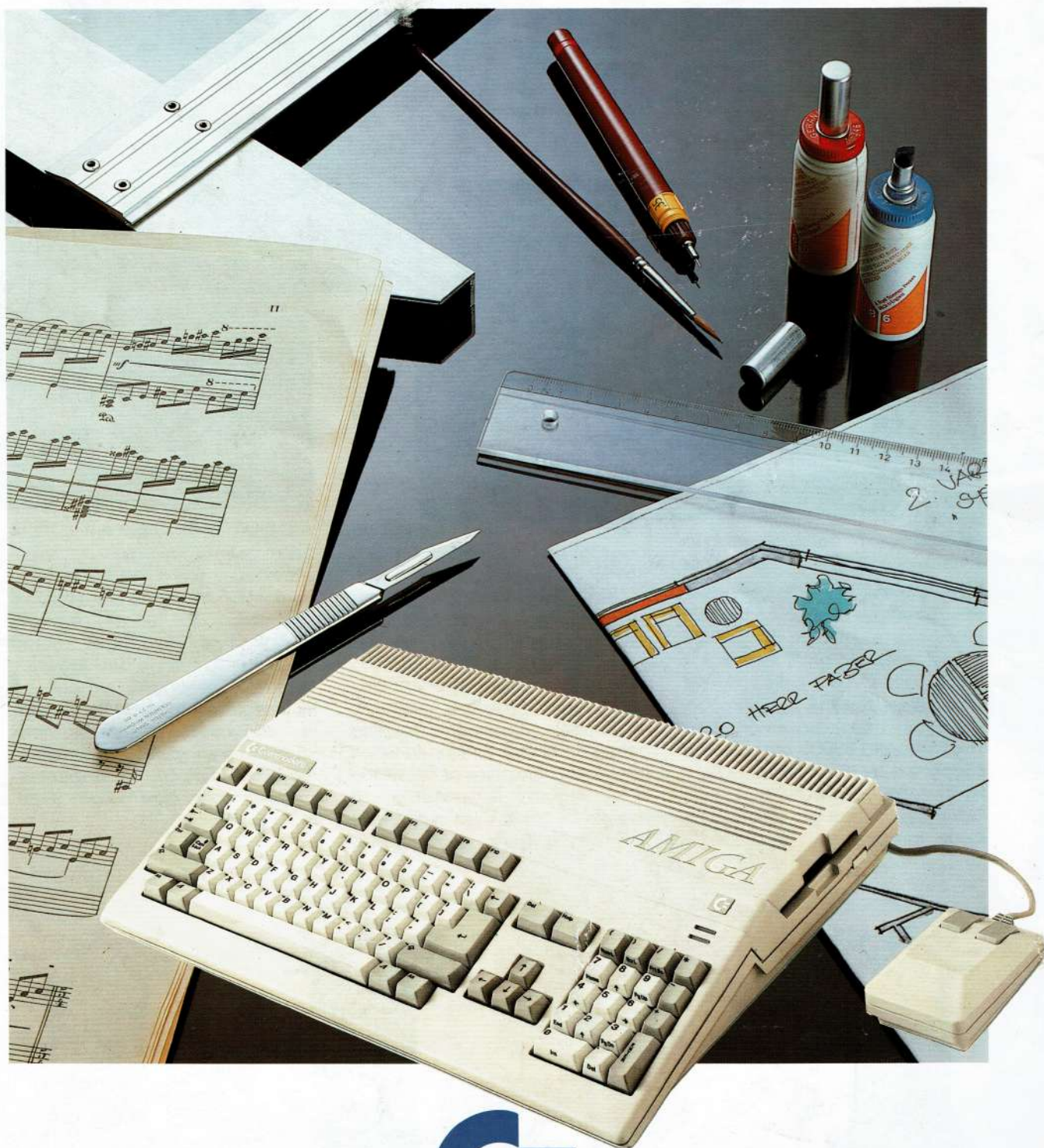


COMMODORE AMIGA 500

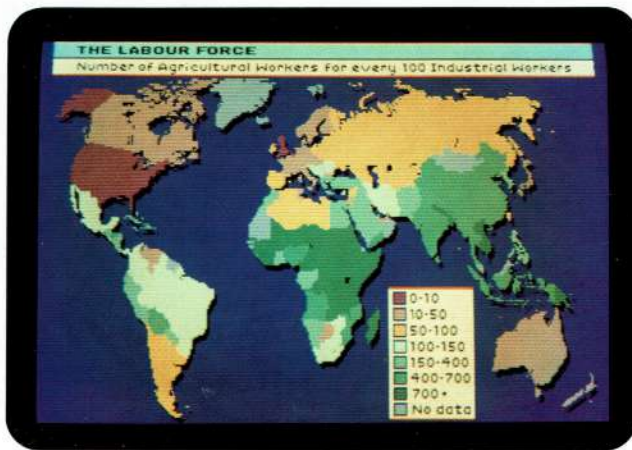
THE NEW COMPUTER GENERATION



THE DESIGN

The man-machine interface: this was the key to user-friendliness to which Amiga engineers paid special attention when designing the new generation of computers. Instead of complex machines that take a long time to learn to use, this new range is tailored to the

individual needs and habits of the end user. The result: a modern computer that is simple to use and whose system architecture is easy to learn, offering applications that could only ever have been dreamt of before.

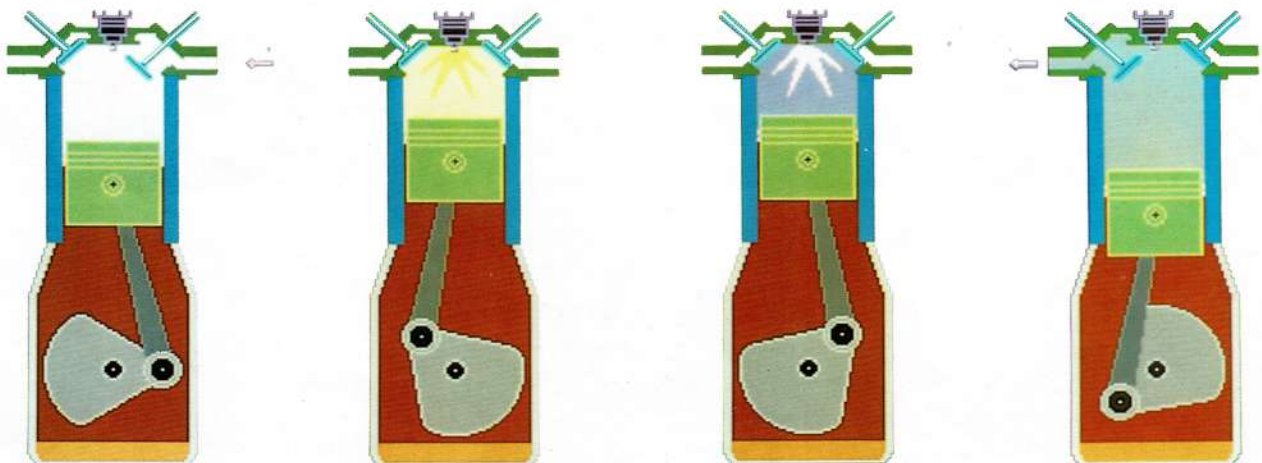


Simulation & animation

The Motorola 68000 processor is supported by three custom chips which allow perfectly simulated "journeys" through computerised landscapes (e.g. flight

simulators) with smooth movements. The incredibly fine details that can be included when generating graphics or animated films makes it possible to implement this system in all areas of creative work, especially in

technical and medical fields and in education, research and laboratory work. Complete motion studies can be displayed systematically, (see below) even in 3D graphics.



THE UNIQUE FLEXIBILITY OF THE AMIGA

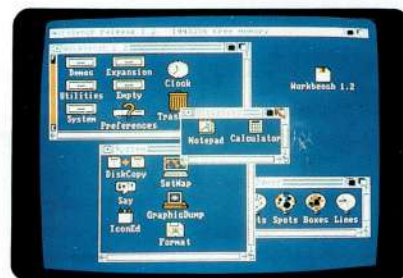


Operating System

A real time multitasking operating system with fully dynamic memory management ensures efficient use of hardware resources. Both the hardware architecture and the system software have been designed so that updates/add-ons can be incorporated at any time. All functions are designed in such a way that they can be easily addressed by high-level languages and also in Assembler.

Multitasking

The Commodore Amiga is a Window, Icon, Mouse and Pull-down Menu (WIMP) computer with its own operating system, AmigaDOS. It is also multitasking and as such is able to do more than one "job" at once. Yet multi-programming is only one, however significant, advantage of multitasking. Many of the benefits accrue to individual software performance by operation of more than one task simultaneously within a program.



User interface

The user has a choice of interface, or means of communicating, with the Amiga 500. Through the Command Line Interface (CLI), traditional DOS commands can be used, or the Amiga's Intuition software can be accessed through the Workbench interface to give the user the considerable and unique advantages, ease of use, and flexibility of WIMP in a multitasking environment.

Icons instead of complex commands

Unlike the traditional method of using a computer, the Amiga can be used without having to enter commands from the keyboard. Keyboard and mouse can be used to complement each other. System functions are represented by icons (graphical representations of disks, files or projects) in a menu, which are called up by positioning the mouse on them and clicking it. There is no need to



learn DOS commands. This means even an inexperienced user can start working with the system straight away, without first needing to learn about 20-30 DOS commands and their meanings. Life-like icons are also used for managing files, addresses etc. so that files can actually be inserted in "filing cabinets" and then removed with the mouse and placed elsewhere.

Input and Output

In addition to the usual methods

of inputting and outputting text and data, the Amiga 500 offers a myriad of additional facilities consistent with state of the art computer technology. These include digitising of text, graphics and sound for input, and through a built-in text-to-speech synthesiser, VHS recorders and hi-fi systems for output.



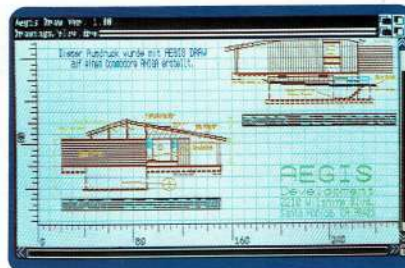
AMIGA PROFESSIONAL APPLICATIONS

Combination of text and graphics

The technical specification of the Commodore Amiga is setting new boundaries for the computer world of the future. This applies not only to standard functions such as word processing and file management but also to the combination of text and graphics. Modern methods of communication require any information presented to be absorbed quickly. Information that is clearly laid out and easy to absorb will win the approval of your business associates.

Product Marketing

The video chip in the Amiga offers incredible opportunities for both professional and home users. One example of home use is the ability to put titles on any video film. The professional archivist can record photographs of products, (after first filming them with a video camera), and store them by different criteria, such as colour, price, size, article number etc., retrieving them at the touch of a button. These facilities are created with the aid of a video digitizer, genlock or similar. Equally, the amateur coin or stamp collector, for example, has at his disposal the ultimate and ideal means of storage of his "priceless" collections on disk with the aid of a low cost camera and digitising software.



Graphic design layout

The Amiga's sensational graphics facilities break all barriers. There is a palette of 4096 colours in total, as well as high resolution up to 640 x 512 pixels (interlaced for video compatibility) offering totally new perspectives for the computer user. Graphic artists, designers, architects and anyone working in creative media suddenly have access to undreamt of facilities, through being able to draw quickly with the mouse, to enlarge or reduce the image, and to move graphics horizontally or vertically around the screen. Changing colour and instant overlay of existing logos, graphics or plans stored beforehand, can be achieved at the touch of a button.



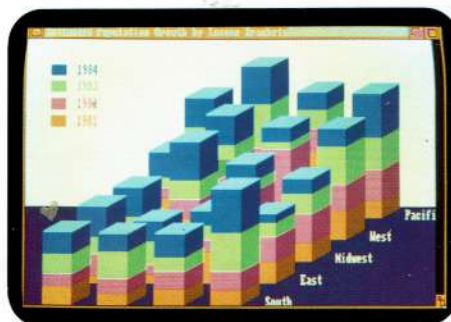
Amiga 500 - Design on the screen

The valuable facility of genlocking with the Amiga has ensured its rapid acceptance by British video production and TV companies. A genlock interface makes it possible to combine graphics and explanatory text with the video picture. The possible applications are endless when using a digitizer. The video camera is used to capture images on the screen which can then be enhanced as required using the Amiga's powerful graphics facilities. This opens a whole new world to planners,

builders and designers at a sensible price.

Creating graphics and presentation documents

We are all familiar with the problem of presenting statistics, graphs, pie-charts, histograms and maps at business meetings. The Amiga makes it easy. Data is input into the graphics program in the required format and can be output as photographs or 35mm slides, using a Polaroid Palette, and onto paper or acetates using a printer.



SERIOUS ENTERTAINMENT



Learning about computers by playing with them

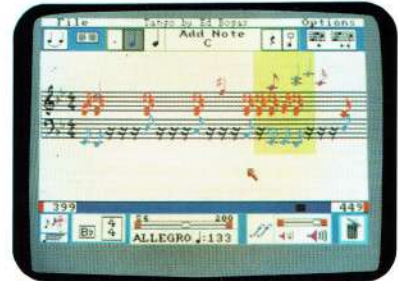
New programs appear every day for the Amiga that introduce the user to its many different features and creative possibilities. Amiga software is available to entertain the whole family.

Right at the top of the hit list is the latest Cinemaware such as "Defender of the Crown", Sinbad and Faery Tale Adventure plus a range of adventure games, flight simulators, sports software and games of skill such as Marble Madness. Contact your Commodore dealer for full list.

flight simulation in the cockpit of a Cessna or jet.

Graphics

The extraordinary graphics capabilities of the Amiga can be brought out using software such as Deluxe Paint. Combined with the ease of use of the Amiga, with the choice of using a mouse as an alternative to the keyboard, you and your children will spend many enthralling yet educational hours creating genuinely artistic results. For the first time, a computer can be widely enjoyed by all age groups. Even captivated nursery school children will delight in impressing you with the magic they have created on the screen.



Supersound in stereo

Unlike conventional computers, the Commodore Amiga has a dedicated four channel synthesiser chip-with STEREO output!

This means the Amiga has the power to pitch tones and melodies so precisely that they can imitate all the tones of the most common instruments. Sound effects such as thunder, raindrops and animal noises are easy to simulate with the Amiga. Actual sounds can be digitised and manipulated for subsequent play back.

The Commodore Amiga even has text-to-speech synthesis (with the option of a male or female voice). Anything typed in can be spoken back by Amiga and incorporated into professional and home-produced software programs.



COMMODORE AMIGA 500

TECHNICAL DATA

Personal computer, in desktop design with integral keyboard and built-in floppy disk-drive.

Storage:

- 512KB RAM, internally expandable to 1MB
- externally expandable to 9MB
- optional internal battery-backed clock with internal 512K RAM expansion unit
- 256KB ROM, with Kickstart 1.2
- Motorola 68000, 7.14MHz clock frequency

Co-processors:

3 special chips:

Graphics and animation chip

- bit Blitter provides high-speed data transfer, where data from 3 sources can be linked in different ways
- fast line drawing, and block shading-in
- controls 25 DMA channels

Video chip

- resolutions: 320x256, 320x512, 640x256, 640x512.
- 32 colours with 320 cols., 16 with 640 cols., from 4096 colours/shades depending on operating mode
- 8 sprite controller (re-definable, collision detector)

Sound and Port chip

- I/O control of: serial interface, parallel interface, control ports, keyboard, audio output.

- 4 independent DMA sound channels configured to right and left audio channels.
- 4 voices (DMA sound sampling channels)
- programmable amplitude and sampling rate
- 9 octaves
- unlimited complex wave forms
- amplitude and frequency modulation
- built-in text-to-speech synthesis

Hardware configuration

- integral 3.5" drive, (880KB formatted)
- mouse with 2 buttons

Interfaces

- programmable parallel port for input and output (configured as Centronics)
- programmable serial port for baud rates up to 31,250 (RS232, MIDI via adaptor plug)
- parallel/serial port as per PC standard
- 2 control ports (mouse, graphics tablet, light pen, joystick, paddles,...)
- stereo audio
- RGB analogue, digital
- video (monochrome)
- expansion port (free processor bus for connection of RAM expansions, hard disk, special peripherals, co-processors...)

MS-DOS:

- compatible with the industry pc standard through software emulator*

Connectable peripherals:

- 3.5" floppy disk drive DS/DD
- 5.25" floppy disk drive DS/DD } up to 3
- printer
- hard disk*
- genlock interface (synchronised computer with video sources and reproduces the video image as background on the monitor)*
- frame grabber (real time video digitizer)*
- MIDI interface*

Measurements

046.5 x 32.5 x 6.5 cms

Power supply

- external mains 240V, 50Hz

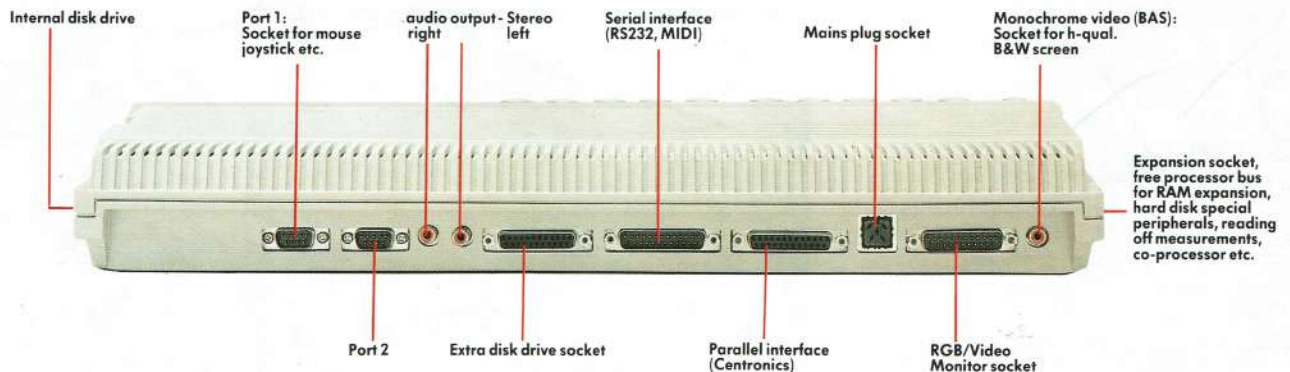
Weight:

- approx. 3.4kg

Expansion facilities for Amiga 500:

System unit: A500, 512KB RAM
 Colour monitor: A1081
 3.5" floppy: A1010
 RF Modulator A520(1)
 Memory expansion: 512KB incl. battery buffered real time clock

(*See your appointed Commodore Business Centre for further details.)



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